

In the Claims:

Please amend claims 1-11 as follows:

1. (Currently Amended) A host terminal ~~emulator~~emulation program that operates a client computer, ~~which is connected to a monitor being connected to the client computer~~ for displaying ~~various kinds of~~ screens and ~~to a communication control unit being connected to the client computer~~ for transmitting/receiving data to/from a host computer, said ~~emulator comprising~~emulation program causing the client computer to perform the steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates, characters and attributes in CUIcharacter user interface (CUI) screen data generated in said host computer when said communication control unit receives CUI screen data from said host computer;

generating GUIgraphical user interface (GUI) screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the detected coordinate;

correcting said GUI screen data with reference~~in response~~ to the coordinate at which said first attribute is set; and

displaying a screen based on the corrected GUI screen data on said monitor.

2. (Currently Amended) The host terminal ~~emulator~~emulation program according to claim 1, wherein said GUI screen data is corrected to delete said GUI parts when the coordinate at which said first attribute is set represents the upper left corner of the screen.

3. (Currently Amended) A host terminal ~~emulator~~emulation program that operates a client computer, ~~which is connected to a monitor~~ being connected to the client computer for displaying ~~various kinds of screens~~ and ~~to a communication control unit~~ being connected to the client computer for transmitting/receiving data to/from a host computer, said ~~emulator comprising~~emulation program causing the client computer to perform the steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates, characters and attributes in CUI character user interface (CUI) screen data generated in said host computer when said communication control unit receives CUI screen data from said host computer;

generating ~~GUI~~graphical user interface (GUI) screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the coordinate at which said first attribute is set;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting the GUI screen data ~~in response~~with reference to the coordinate at which said second attribute is set when a coordinate at which said second attribute is detected; and

displaying a screen based on the corrected GUI screen data on said monitor.

4. (Currently Amended) The host terminal ~~emulator~~emulation program according to claim 3, wherein said GUI screen data is corrected to transform said GUI parts when a coordinate at which said second attribute is detected and ~~the~~a line including the coordinate at which said second attribute is set is separated three or more lines from the line including the coordinate at which the first attribute is set.

5. (Currently Amended) A host terminal ~~emulator~~emulation program that operates a client computer, ~~which is connected to a monitor~~being connected to the client computer for displaying ~~various kinds of screens~~, and ~~to a communication control unit~~being connected to the client computer for transmitting/receiving data to/from a host computer, said ~~emulator comprising~~emulation program causing the client computer to perform the steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates, characters and attributes in ~~CUI~~character user interface (CUI) screen data generated in said host computer when said communication control unit receives CUI screen data from said host computer;

generating ~~GUI~~graphical user interface (GUI) screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the detected coordinate;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting the GUI screen data to transform said GUI parts when a coordinate at which said second attribute is not detected; and

displaying a screen based on the corrected GUI screen data on said monitor.

6. (Currently Amended) A host terminal ~~emulating~~emulation method running on a client computer that transmits/receives data to/from a host computer, said emulation method comprising steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates, characters and attributes in ~~CUI~~character user interface (CUI) screen data generated in said host computer when CUI screen data is received from said host computer;

generating GUI screen data in which ~~GUI~~graphical user interface (GUI) parts corresponding to said first attribute are set at respective coordinates following the detected coordinate;

correcting said GUI screen data ~~in response~~with reference to the coordinate at which said first attribute is set; and

displaying a screen based on the corrected GUI screen data on a monitor.

7. (Currently Amended) A host terminal ~~emulating~~emulation method running on a client computer that transmits/receives data to/from a host computer, said emulation method comprising steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates, characters and attributes in ~~CUI~~character user interface (CUI) screen data generated in said host computer when CUI screen data is received from said host computer;

generating graphical user interface (GUI) ~~GUI~~ screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the coordinate at which said first attribute is set;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting the GUI screen data ~~in response~~with reference to the coordinate at which said second attribute is set when a coordinate at which said second attribute is detected; and

displaying a screen based on the corrected GUI screen data on a monitor.

8. (Currently Amended) A host terminal ~~emulating~~emulation method running on a client computer that transmits/receives data to/from a host computer, said method comprising steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates, characters and attributes in CUI~~character user interface (CUI)~~ screen data generated in said host computer when CUI screen data is received from said host computer;

generating ~~CUI~~graphical user interface (GUI) screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the coordinate at which said first attribute is set;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting the GUI screen data to transform said GUI parts when a coordinate at which said second attribute is not detected; and

displaying a screen based on the corrected GUI screen data on a monitor.

9. (Currently Amended) A computer-readable medium that contains a host terminal ~~emulator~~emulation program that operates a client computer, ~~which is connected to a monitor~~ being connected to the client computer for displaying ~~various kinds of screens,~~ and ~~to~~—a communication control unit being connected to the client computer for

transmitting/receiving data to/from a host computer, said ~~emulator comprising emulation~~
program causing the client computer to perform the steps of:

detecting a coordinate at which a predetermined first attribute is set from
coordinates, characters and attributes in CUI character user interface (CUI) screen data
generated in said host computer when said communication control unit receives CUI screen
data from said host computer;

generating GUI graphical user interface (GUI) screen data in which GUI
parts corresponding to said first attribute are set at respective coordinates following the
detected coordinate;

correcting said GUI screen data ~~in response~~ with reference to the
coordinate at which said first attribute is set; and

displaying a screen based on the corrected GUI screen data on said
monitor.

10. (Currently Amended) A computer-readable medium that contains a
host terminal ~~emulator~~ emulation program that operates a client computer, ~~which is~~
~~connected to a monitor~~ being connected to the client computer for displaying ~~various kinds of~~
screens and ~~to a~~ communication control unit being connected to the client computer for
transmitting/receiving data to/from a host computer, said ~~emulator comprising emulation~~
program causing the client computer to perform the steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates, characters and attributes in ~~CUI~~character user interface (CUI) screen data generated in said host computer when said communication control unit receives CUI screen data from said host computer;

generating ~~GUI~~graphical user interface (GUI) screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the coordinate at which said first attribute is set;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting the GUI screen data ~~in response~~ with reference to the coordinate at which said second attribute is set when a coordinate at which said second attribute is detected; and

displaying a screen based on the corrected GUI screen data on said monitor.

11. (Currently Amended) A computer-readable medium that contains a host terminal ~~emulator~~ emulation program that operates a client computer, ~~which is connected to a monitor~~ being connected to the client computer for displaying various kinds of screens, and ~~to a communication control unit~~ being connected to the client computer for transmitting/receiving data to/from a host computer, said ~~emulator comprising~~ emulation program causing the client computer to perform the steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates, characters and attributes in CUI character user interface (CUI) screen data generated in said host computer when said communication control unit receives CUI screen data from said host computer;

generating GUI graphical user interface (GUI) screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the detected coordinate;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting the GUI screen data to transform said GUI parts when a coordinate at which said second attribute is not detected; and

displaying a screen based on the corrected GUI screen data on said monitor.